The Gnomon Workshop – Creating Clothing for Characters in Marvelous Designer

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The Gnomon Workshop – Creating Clothing for Characters in Marvelous Designer:

The "Creating Clothing for Characters in Marvelous Designer" workshop by The Gnomon Workshop, led by Olena Zykova, teaches the process of designing high-quality 3D clothing.

Over 2.5 hours, Zykova, a freelance concept artist, demonstrates her workflow using Marvelous Designer, Substance Painter, Blender, and Photoshop.

The workshop covers creating layered costumes, from initial block-out to final detailing and rendering.

Suitable for character artists and fashion designers, it includes techniques for pattern making, texturing, and rendering.

Participants will gain skills to construct and texture realistic 3D clothing assets, with project files provided for hands-on practice.

"Creating Clothing for Characters in Marvelous Designer" Sample:

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